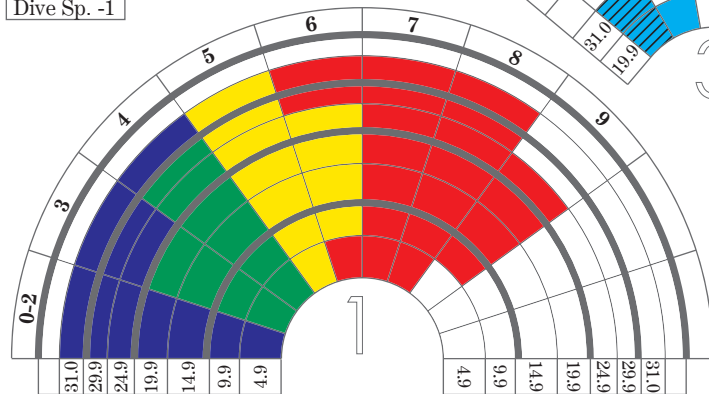


P-40N (N-5 and up, 44.5" MAP)

Curtiss P-40N. Day Fighter/Fighter-Bomber.  
P.V.: 18. Engine Type: I. Producer: U.S.A.  
4820 non-N-1 P-40Ns built. Produced from March '43.  
Lend-lease: 980 to USSR. 468 to UK.

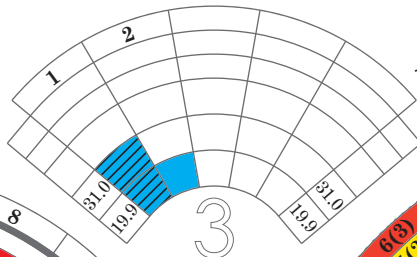
Stall Speed	Used to end of War,
Maneuver Sp.	but only 1 RAF squadron
Level Speed	by 1945. Note: (x) Maneuver
Dive Speed	Requirement values apply to
Loaded (Opt.) -1	Bank/H-Roll/V. Dive/ H-Loop only.

Dive Sp. -1

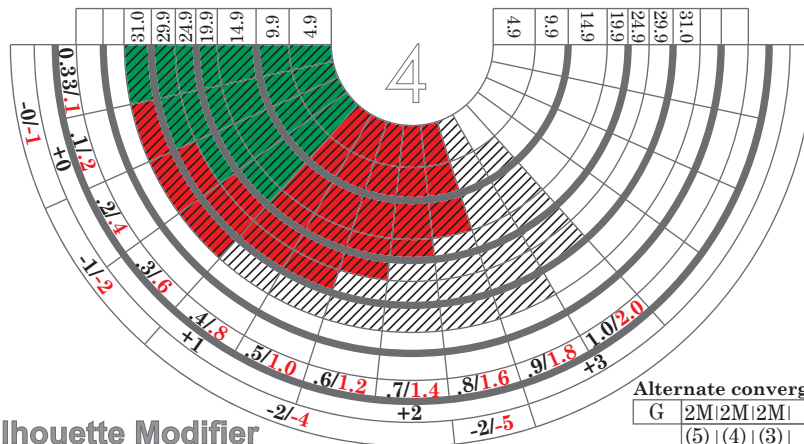


Speed Increments

Speed Change

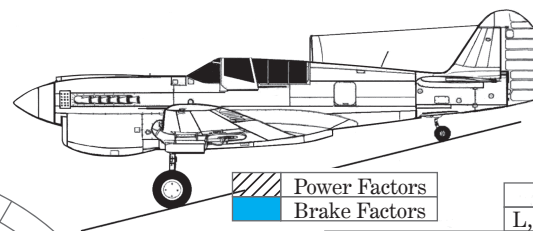


Altitude Change



Silhouette Modifier

Silhouette +2



Power Factors
Brake Factors

Slip/T. (Turn -1\*, Slip or Turn +2\*)

Half Loop*	P	P	-3
L,R/LB V. Dive	+1	+2	1hx
Slip or Turn +2*	+1	+2	-S
Bank/H-Roll	+1	+2	+0

\*Turn -1: Applies to Maneuver Sp. LEFT Turns above 1, under 15.0.

\*Slip or Turn +2: Applies to Dive Sp. LEFT banked Turn or Slip.

Note: Add +2 to Dive Sp. Bank/H-Roll to left always.

Maneuverability Requirements

Dive Accel.	+1	Loaded	2 bombs
Climb Deceler.	-1		
Max. Dive	-2	-3	
Dive Sp. Climb	-4	-5	
Max. Climb	-1	-2	

Target Characteristics

W	6	Cn	-	Mg	6
F	7	L	4		
C	3	C	-		
E	2	E	-	E	-
G	2M 2M 2M	2M 2M 2M			
	(4) (4) (4)	(4) (4) (4)			
	FF FF	FF FF			

Variants

Alternate convergence.
G 2M 2M 2M  2M 2M 2M
(5) (4) (3)  (3) (4) (5)
FF FF FF FF

Special Note: Within Current Maneuver Speed, may reduce Turn Maneuver Requirement by -1 (1=0) for one Turn per Game-Turn. (Simulates briefly dropping landing gear) This does not allow more than 4 Turns per Game-Turn, and is not allowed on the first two Movement Points of a Game-Turn.